



Australian Capital Territory Junior Rugby Union (Incorporated)

RULES of COMPETITION 2019

As adopted from the 6 February, 2018 Special AGM and
as approved by Rugby Australia's Laws Advisory Group as a local law variations

ACTJRU RULES OF COMPETITION - 2019

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AUSTRALIAN CAPITAL TERRITORY JUNIOR RUGBY UNION (INCORPORATED)

RULES OF COMPETITION

GENERAL

- 1 These rules are to be read in conjunction with Australian Capital Territory Junior Rugby Union (Incorporated) (ACTJRU) Constitution and any ACTJRU By-Laws prescribed thereunder and Rugby Australia (Rugby AU) [Youth Pathway Laws](#) which are intended to balance the development of players with the growth of the game and level of competition over time
- 2 In these rules, “Council” includes the Judicial Committee appointed by the Council. Wherever the word “club” appears in these rules, it should be taken to mean “club or school or organisation” and it has a corresponding meaning when used in the plural or possessive.
- 3 The competition or competitions will be conducted in accordance with these “Rules of Competition” and as otherwise directed by the Council.
- 4 The competition is open to clubs affiliated with the Australian Capital Territory Junior Rugby Union (Incorporated) and such other teams as may be invited by the Council to participate in any particular year.
- 5 There will be grades of competition as determined by the Council and there will be a separate competition, or divisions of competition, for each grade.

ENTRIES FOR COMPETITION

- 6 Entries for the various competitions each year must be made in writing to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) on or before the date determined by Council each year and must be accompanied by such fee as may be determined by Council each year for each team in the various competitions.
- 7 All ACTJRU player’s details must be added, amended or corrected on the ARU MyRugbyAdmin player registration system.
- 8 Repealed - 2009 AGM (24 Nov 2009).

GRADING AND DRAWS

- 9 The entries shall be dealt with and nominated teams graded by the Draws Committee.
- 10 In any grade competition conducted by the Council, all games will be played as competition matches. If, by reason of limited playing dates, it is not possible to play complete rounds (i.e., each team playing every other team an equal number of times) the “luck of the draw” will apply.

- 11 Playing dates for the season will be determined by Council and may include the first Saturday of school holidays.

ELIGIBILITY OF PLAYERS

- 12 Only members of affiliated clubs who are under the determined ages on the first day of January will be qualified to play in the respective competition.
- 13 Dispensation may be provided to a class of players approved by the Council and any such decision is to be conveyed to all member clubs
- 14 (A) Players who have commenced in more than five matches in a higher grade, or in a higher division of a grade, are not qualified to play in a lower grade, or in a lower division of a grade, without the permission of the Judicial Committee or the Council.
- (B) In the Under 18's division, eligibility for finals will be determined where a player has played three of this last five games or the majority of games played in this division or a lower division. Any departure for this arrangement shall require prior approvals from the Judicial Committee.
- 15 Where in any grade of competition a club enters more than one team in a division of that grade, a player who has commenced in more than three matches in one particular team may not thereafter play for another such team, without the permission of the Judicial Committee.
- 16 A player, qualified as to junior age conditions, having played in the current season with a senior club in any grade, is not eligible to play in any junior grade, without the permission of the Judicial Committee.
- 17 A player registered with the Australian Capital Territory Junior Rugby Union (Incorporated) is not permitted to transfer from one member club to another, during the course of a season, without the consent of the registering club. Where the registering club withholds its consent to such a transfer, the matter will be determined by the Judicial Committee.

ADMINISTRATION OF GAMES

18 Grounds

- (A) The Secretary will appoint games to grounds. Where a club seeks to move a game from an appointed ground they must first seek the approval of the Secretary, nominating the new ground and if necessary a revised time. Advice to the Secretary must be made no later than four days before the scheduled game.
- (B) All Australian Capital Territory Junior Rugby Union (Incorporated) Season Competition matches, Semi-Finals and Finals matches must be played on a grassed sporting ground purposed and marked for Rugby Union within a 600 kilometre round trip by road from the Canberra General Post Office, (GPO, 2601). The maximum distance a team should travel is 340 kilometres from the opponent's venue and only if sanctioned by the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated), (the Secretary).

19 List of Players

A Manager or Coach will provide, on request on the game day, to the Manager or coach of an opposing team a list of Players who will take part or who have taken part in a match. The Judicial Committee may impose an appropriate penalty if this request is not complied with.

20 Playing Dates

The playing dates for each season will be those set at the preceding Annual General Meeting. The playing dates shall not be varied except by resolution at a general meeting of the Australian Capital Territory Junior Rugby Union (Incorporated) upon seven (7) days notice of motion to member clubs.

21 Time of Play

Matches shall commence at such time and be played upon such grounds, as directed by Council or, failing such directions, by the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated).

22 Team Visits

Approval of the Australian Capital Territory Junior Rugby Union (Incorporated) is required prior to any club arranging to play in a match, either in or away from Canberra, which would ordinarily be regarded as falling within the jurisdiction of the Australian Capital Territory Junior Rugby Union (Incorporated).

Approval will not normally be given where such a proposed match conflicts with commitments to the Australian Capital Territory Junior Rugby Union (Incorporated) competition.

23 Deferment of Match

(A) Should a team be unable to play at the time, and on the date set down in the draw, the match may be deferred by agreement with the opposing team, provided that:

- (i) The match is played within twenty-two days of the day set down in the draw; or
- (ii) If the date set down in the draw is within twenty-two days of the semi-finals, the match is played no later than the Sunday immediately preceding the date set down for the semi-finals.

(B) In the event of either team subsequently finding that it is unable to comply with (i) and (ii) above, the match will be forfeited by the defaulting team.

(C) Notice of deferment, signed and dated by the manager or coach of each team, must be provided to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) by 7:00 pm on the Wednesday following the date set down for the match.

24 Competition Points

A "WIN" will count as two points. A "DRAW" will count as one point. Neither team will be awarded any points if the game is declared a "NO RESULT". Refer Rule 41 (C) for a definition of "No Result". No points are awarded for a BYE.

25 Match Results

- (A)** Officials of clubs must ensure that results of matches (including deferred or forfeited matches) are notified to the Honorary Recorder by 5:00 pm each Monday and confirmed, in writing, so as to reach the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) within seven days following the completion of the match.
- (B)** In cases where results are not received within the specified seven days, the offending club will incur a penalty of \$25.00 for each result outstanding.

CONDUCT OF GAMES

26 Laws of the Game

- (A)** Matches shall be played in accordance with the Laws of the Game and the Rules of Competition as prescribed by the Australian Capital Territory Junior Rugby Union (Incorporated) except as provided hereunder.
- (B)** Under 7, Under 8, Under 9, Under 10, Under 11 and Under 12 teams will adhere to the ARU Pathway Laws where:

 - (i) Under 7's play "Kid's Rugby" 7 - a side Tag;
 - (ii) Under 8's play "Kid's Rugby" 7 - a side Tackle;
 - (iii) Under 9's play "Kid's Rugby" 10 - a side Tackle;
 - (iv) Under 10's play "Kid's Rugby" 12 - a side Tackle;
 - (v) Under 11's play "Kid's Rugby" 12 - a side Tackle;
 - (vi) Under 12's play "Kid's Rugby" 15 - a side Tackle and
 - (vii) Under 13's to Under 19's play Under 19's Laws.
- (C)** Under 6's to Under 12's will adhere to the ARU Pathway Laws with the agreed ACTJRU variations, where, in each age group, the minimum numbers of players required to commence a game shall be;

 - (i) Under 6's; five (5)
 - (ii) Under 7's; five (5).
 - (iii) Under 8's; five (5).
 - (iv) Under 9's; seven (7).
 - (v) Under 10's, Under 11's and Under 12's; ten (10).
 - (vi) Under 13's and above; six (6) (outside the Pathway Laws)
- (D)** (i) In keeping with the philosophy of Kid's Rugby, during the Season Competition Rounds teams with the greater number of players must assist the team with the lesser number of players by matching the opponent's team numbers and or lending them players. Teams **MUST** share players to reach the maximum number of equal players possible on the field. There are unlimited rolling substitutions.

- (ii) With regard to Kid’s Rugby, during finals matches, teams are not required to match the opponent’s team numbers and or lend an opposing team players. Unlimited rolling substitutions are allowed.

27 Fitness of Ground

The fitness of the ground to be played upon shall be decided on the field by the referee.

28 Size of Ball

The sizes of ball to be used for the respective grades of competition are:

Age Group	Ball Size
Under 6’s	2
Under 7’s	2
Under 8’s	3
Under 9’s	3
Under 10’s	4
Under 11’s	4
Under 12’s	4

All other grades play, including Girl’s competition, Full size

29 Number of players

- (A) In the event of any team playing with more than the maximum allowed number of players, it is the duty of the opposing team's representative or captain to direct the referee's attention to this fact. The referee will order the removal of extra players from the field of play and, if this order is not complied with within five minutes, the referee will award the match to the opposing team.
- (B) If a team commences a match with less than the maximum allowed number of players, it may fill the vacant place, or places, at any time during the match.
- (C) Good Will Rule. This rule applies to Age Group teams Under 13’s to Under 18’s Division2, inclusive and is for Competition Round games only. The Rule is mandated for Division2 and Division 3 games in Age Group teams Under 13’s to Under 18’s. This Rule does not apply to any joint Division 1 & Division 2 teams. In Division 1 games a request from the losing team’s Coaching Staff not to have the Good Will Rule applied must be accepted by the opposing team’s Coaching Staff.
 - (i) If in a game the score by one team equals or exceeds a 30 points differential, (margin) to their opponent’s score, the team with the higher score will be required to ‘drop’ a player to the bench, effectively reducing the team’s on-field players to 14.
 - (ii) If in the same game, the score by one team equals or exceeds a 40 points differential, the team with the higher score will be required to ‘drop’ a second player to the bench, effectively reducing the team’s on-field players to 13.
 - (iii) If in the same game, the score by one team equals or exceeds a 50 points differential, the team with the higher score will be required to ‘drop’ a second player to the bench, effectively reducing the team’s on-field players to 12
 - (iv) Normal substitutions will continue during the game for both teams.

- (v) If during the game and after the dominant team has dropped players to the bench, the point differential is equal to or below 20 points, the dominant team's playing numbers can be restored to the full complement of 15 players back onto the field and into the game. Returning players under this rule do not affect the substitution count.

Note: This Rule has been trialled since Round 4, 24 May 2014 and was formalised on 6 February, 2018.

30 Replacement of Players

- (A) In Under 13's Division 1 and above matches, if during a game a front row Player becomes injured to the point where they can no longer contest the scrum that Player is deemed unfit for play and must leave the field, Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders. Refer to Rule 30 (B) for additional conditions.

- (B) Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed. Under this circumstance and in accordance with ACTJRU competition Rules of competition, scrums must be uncontested and the team calling for uncontested Scrums must pack the Scum with a full complement of 8 Players and cannot continue to play No. 8 moves.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players. If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available. With the return of qualified front rowers, scrums can be return to a contest.

- (C) Scrums will become uncontested if the Referee so orders.
- (D) Deleted - ~~The team not calling for uncontested Scrums can elect to take an uncontested Scrum or a Free Kick and can continue to play No. 8 moves. The team calling for uncontested scrums cannot continue with number 8 moves. When a Free Kick is awarded, as an alternative to an uncontested scrum, the opposing team must be given sufficient time to retire 10m before the kick is taken.~~

31 Playing Dress

- (A) Players will appear in proper football uniform, which consists of a jersey in his club's registered colours, shorts and long socks.
- (B) Council members will report any infringement of this rule to Council, which, if it thinks fit, may fine any club the sum five dollars for each occasion on which a player fails to comply with this rule.
- (C) Council may require the club, which that player represents to collect and pay such fine to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated), and in default, may disqualify or otherwise deal with that Club.

- (D) A player will wear recognised football boots or shoes with studs on the sole of each such boot or shoe which conforms to the requirements set down in the Laws of the Game of Rugby.
- (E) A protest against the non-wearing of recognised football boots or shoes may be made by the manager or coach of the opposing team but must be lodged in accordance with the procedure set down in the Rules of Competition. If this protest is upheld and the Judicial Committee thinks fit, it may apply an appropriate penalty against the offending club.
- (F) All teams must provide a Field Marshall. Matches will not commence until both teams have presented to the Referee a responsible adult wearing an orange coloured 'Field Marshal' vizzly vest, who will be responsible to manage their respective team's sideline for off-field conduct.

32 Duration of Play

- (A) Competition matches will be played in two equal time periods according to the grade of competition. In each grade, an interval of not more than five minutes will be allowed unless Council, or the referee on the field of play, directs otherwise. The period of play will be determined by the Council.
- (B) As presently determined by the Council, the periods of play and the intervals are:

(i) Under 7's and 8's	15 minutes each way, 5 minute interval
(ii) Under 9's 10's and 11's	20 minutes each way, 5 minute interval
(iii) Under 12's, 13's and 14's	25 minutes each way, 5 minute interval
(iv) Under 15's and 16's	30 minutes each way, 5 minute interval
(v) Under 17's, 18's & 19's	35 minutes each way, 5 minute interval
- (C) There will be no extra time allowed for injuries in the Australian Capital Territory Junior Rugby Union (Incorporated) games.

33 Referee

- (A) Appointment of Referees
A referee will be appointed for each match by the Australian Capital Territory Rugby Referees' Association (Incorporated) (ACTRRA) or by the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated). Appointed referees must be affiliated with the ACTRRA.
- (B) Appointed Referee not in Attendance
 - (i) In the event of the officially appointed referee not attending within five minutes after the time at which the match was scheduled to commence, then a referee may be appointed by the representatives of the opposing clubs.
 - (ii) If a referee, appointed by the representatives of the opposing clubs is not an accredited referee, that is, they are not affiliated with the ACTRRA or another Australian Rugby Union Referees' Association, then in grades Under 9's to Under 12's inclusive, scrums will be non-contested.

- (iii) If a 'non accredited referee' officiates in an Under 10's to Under 18's, inclusive, game, the 'non accredited referee' can declare scrums to be 'uncontested'.
- (C) The referee shall, without delay, report to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) any instances of rough or foul play or other instances of misconduct which occurred during the progress of the match and which led to a player being ordered off the field.
- (D) The referee is the sole judge of fact and of law. The referee's decision is binding on the players. When the referee has given a decision, he/she cannot alter it except where it has been given prior to observing an assistant referee's raised flag.
- (E) The Referee shall keep the time and the score.
- (F) During the match the referee must not consult with anyone except only:
 - (i) Either or both assistant referees on a point of fact relevant to their functions, or
 - (ii) In regard to time.
- (G) If the referee is unable to officiate for the whole period of a match, a replacement will be appointed:
 - (i) In such a manner as may be directed by the Australian Capital Territory Junior Rugby Union (Incorporated),
 - (ii) By the representatives of the respective teams, or
 - (iii) In the absence of such agreement, by the home team. For the purposes of this rule, if games are played at a neutral venue, the first team listed in the draw shall be regarded as the home team.

34 Assistant Referees

- (A) There will be two assistant referees for every match. Unless assistant referees have been appointed by, or under the authority of, the Australian Capital Territory Junior Rugby Union (Incorporated), it will be the responsibility of each team to provide an assistant referee.
- (B) Assistant referees are under the control of the on-field referee who may instruct him/her as to his/her duties and may overrule any of his/her decisions. The referee may request that an unsatisfactory assistant referee be replaced and he/she has the power to order off and report to the Australian Capital Territory Junior Rugby Union (Incorporated) an assistant referee who in his/her opinion is guilty of misconduct.

35 Coaches

- (A) In the Under 7's, 8's, and 9's grades, coaches are allowed on the field in all games but must endeavour to remain at least five metres behind the line of play unless assisting the referee to organise set play. When coaches are on the field they are subject to the control of the referee. Coaches in Under 9's matches are not allowed on the field beyond the first half of the competition season.

- (B) In other grades, coaches are not permitted on the field at any time during play.

36 Line-Out Law for Under 10's and 11's Grades

- (A) Deleted November 2003
- (B) Deleted November 2003

37 Misconduct, Disqualification or Unqualified Players

- (A) Any player who is reported by a referee will be suspended from playing until his case is dealt with by the Judicial Committee.
- (B) Any club playing any player or team while under suspension or disqualification, or any unqualified player or team, will lose the match in which the suspended, disqualified or unqualified player or team took part See Rule 47. The Judicial Committee may determine an alternative penalty

FINALS MATCHES

38 Eligibility of Players

- (A)
 - (i) Except with the approval of the Honorary Secretary, ratified by the Judicial Committee, Players are not eligible to play in Finals matches unless they have taken part in at least three (3) games of the last five (5) rounds of competition matches in that Division of that age group.
 - (ii) Apart from Division 3 and except with the permission of the Judicial Committee, no Player from a lower age group may play in Finals matches in any competition, or in a competition which is decided by the team having the highest number of competition points or performance percentage being declared the winner, unless they have taken part or 'benched' in at least three (3) games of the last five (5) rounds of competition matches in that Division of that age group.
 - (iii) Except with the approval of the Honorary Secretary, ratified by the Judicial Committee, no Player from a lower age group who is an ACTJRU or ACT&SNSWRU Representative may play in Division 3 Finals.

39 Team Lists

- (A) Team Lists for each team playing in a Competition game, including Semi-Finals, Grand Finals and Australian Capital Territory Junior Rugby Union (Incorporated) Championship matches must be furnished to the opposing Team's Management on match day. A copy of the Team List must be retained by the Team's Management up to 31 December in the Competition year. The Team List must be made available for inspection to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated), when requested.
- (B) Protests on the grounds on ineligibility of players must be lodged with the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) at least twenty-four hours before the scheduled time of commencement of the fixture.
- (C) A Member may be fined the sum of fifty dollars for each occasion where their Team's Management does not provide a Team List to the opposing Team's Management or

when requested to the Honorary Secretary and or if the Member's Team Management does not retain a copy of the Team List for a period up to an including 31 December in the Competition year.

40 Duration of Play

Final matches shall be played in two equal time periods according to the grade of competition. The periods of play will be determined by the Council.

41 Final Placings

(A) Final placings will be determined by the number of competition points gained at the end of the competition round except that, where the division has an uneven number of "BYES" or a team has been re-graded to or departed from the division resulting in an uneven number of games played by all teams, the placings will then be determined by a performance percentage (i.e; a percentage of competition points gained over the number of games played).

(B) The following formulae will be used to calculate the "Performance Percentage":

PERFORMANCE PERCENTAGE = (SUM (WINS+(DRAWS/2)+BYES))/(PLAYED)) where 'PLAYED' includes WINS + Loses + Draws + BYES + FORFEITS

That is; the Performance Percentage is equal to;

- the summation of the number of WINS plus half the number of DRAWN games plus the BYES, all divided by the total number of games PLAYED, (where a BYE and a FORFEIT is counted as a played game.)

(C) Games declared by the Council or the Judiciary as "NO RESULT" will be deemed to have been played with no competition points awarded to either team.

(D) In the event of two or more teams being equal in competition points or performance percentage at the end of the competition rounds, final placings will be decided by:

- (i) A higher ranking being awarded to the team which has forfeited fewer games during the season,
- (ii) A higher ranking being awarded to the team which has defeated otherwise equally placed teams more often during the season,
- (iii) Where one of the teams has forfeited to the other, placing the team against which the forfeit has been recorded behind the other team,
- (iv) Where one of the teams has forfeited to the other, placing the team against which the forfeit has been recorded behind the other team
- (v) After considering Rules 42 (A) to (C) and where teams are one equal standings, the relegated team will go forward to the Finals.

42 Draws –Repealed 6 February 2018 –see now Rule 41 (D)

43 Order of Play

(A) At the finish of the competition rounds, semi-finals and a grand final will be played in the following manner:

(i) **Where there is a Single Division in the Grade:**

First Semi-Final: The team placed first on the competition table will play the team placed fourth on the competition table.

Second Semi-Final: The team placed second on the competition table points will play the team placed third on the competition table.

Grand Final: The winner of the first semi-final shall play the winner of the second semi-final. The winner of this match will be the premiership team of that particular division of the grade.

(ii) **Where there are two Divisions joined in the one Grade** (eg: a division 2 and a division 3 joined):

Those teams placed in the first four positions on the ladder will go through to a semi-final and grand final of the division 2. The next four teams (positioned 5 to 8 inclusive on the ladder) will go through to a semi-final and final of the division 3.

For Division 2:

First Semi-Final: The team placed first on the competition table will play the team placed fourth on the competition table.

Second Semi-Final: The team placed second on the competition table points will play the team placed third on the competition table.

Grand Final: The winner of the first semi-final shall play the winner of the second semi-final. The winner of this match will be the premiership team of that particular division of the grade.

For Division 3:

First Semi-Final: The team placed fifth on the competition table will play the team placed eighth on the competition table.

Second Semi-Final: The team placed sixth on the competition table points will play the team placed seventh on the competition table.

Grand Final: The winner of the first semi-final shall play the winner of the second semi-final. The winner of this match will

be the premiership team of that particular division of the grade.

- (ii) **Where there are two Divisions joined in the One Grade** (e.g.: a Division 1 and Division 2 or Division 2 and Division 3 joined):

Those teams placed in the first four positions on the ladder will go through and play in a semi-final of the higher combined division. The last four ranked teams on the ladder will go through and play in a semi-final of the lower combined division.

The semi-final winning teams in each respective division will play in their respective grand final games.

- (B) The premiership team of the highest division of an age grade will be the Australian Capital Territory Junior Rugby Union (Incorporate) championship team of that age grade.

44 Draws

- (A) In the event of a draw in a Semi-Final match, five minutes extra time will be played in the second half. If a draw still exists, the team finishing higher on the competition table shall continue on to take part in the Grand Final.
- (B) In the event of a draw in a Grand Final, no extra time will be played. Both teams shall be declared “Joint Premiers”.

DISQUALIFICATIONS, PROTESTS AND APPEALS

45 Judicial Committee

The Judicial Committee will investigate, deal with and decide all appeals, proceedings, protests and disputes in connection with the competitions.

46 Forfeiture of Matches

- (A) Council may disqualify any club or team which forfeits three or more matches. If disqualified, the remaining matches of such club or team will be forfeited by it.
- (B) Every match forfeited by a club or team shall be regarded as having been won by the opposing club or team on the day on which that match would, but for its forfeiture, been played.
- (C) The Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated), (the Secretary) will review all forfeited matches and will determine an appropriate penalty, validated by the Australian Capital Territory Junior Rugby Union (Incorporated) Judiciary, (the Judiciary), for a Member’s team in respect of forfeited matches.
- (D) Matches are to be played in ‘the spirit’ of the game. In the event that a team is unable to field sufficient players, suitably trained to play in the front row, at the commencement of a game and require that the game commences with uncontested scrums, that team will

forfeit the game. This rule does not apply in Under 10's, Under 11's, Under 12's and division 2 and division 3 in the Under 13's.

47 Commencement of Matches on Time

Any team not prepared to commence a match within fifteen minutes of the scheduled time will forfeit that match unless a satisfactory reason for the delay is given to Council. See also Rules 20 and 21.

48 Over Age Players

- (A) In the event of a protest being lodged against a club on the evidence of a player being over age on 1 January, that player will be required to produce acceptable documentary evidence to the effect that on 1 January he was under age as prescribed by these rules.
- (B) If any player fails to lodge appropriate documentary evidence within seven days of being requested to do so, then the protest will be upheld. In the event of semi finals and grand finals, three days.
- (C) In cases where it is proven that an over age player has participated in a competition game, the team will incur a penalty to be determined by the Judicial Committee.

49 Protests

- (A) Protests under Rule 37(B) may be made by any club in the competition, or by any member of the Council, and must be lodged with Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) no later than the third day following the match.
- (B) A copy of the protest must be supplied within the same time period to the Honorary Secretary of the club complained against. When the protest is made by a club, the Honorary Secretary of that club must, within the same time period, forward a copy of the protest to the Honorary Secretary of the club complained against.
- (C) Appeals or protests, except as otherwise provided in these rules, must be provided to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) no later than 5.00 pm on the third day following the match.
- (D) All protests and appeals must be in writing and must specify in detail the substance of the appeal or protest. For example, the name of player alleged to be over age. All protests and appeals must be accompanied by a deposit of \$25.00 which will be forfeited should the Judicial Committee consider the protest or appeal to be frivolous.

50 Player Ordered Off

The Judicial Committee will, within five days deal, with the case of a player ordered off or otherwise reported by a referee. The Honorary Secretary of the club to which a player, ordered off or otherwise reported by a referee, belongs will notify that player to attend the meeting of the Judicial Committee on the Wednesday following the ordering off or otherwise reporting.

51 Appeals Against the Decision of the Honorary Secretary

In cases where matters are left by the Council to the discretion of the Honorary Secretary, there will be the right to appeal his decisions to the Council.